



Weapon Options

Weapons can be enhanced or varied by the addition of options by the user, or at the factory.

Weapons 7

INSTALLABLE WEAPONS OPTIONS

Code	Option Item	Effect	QREBS
a	Low Signature- Visual. Camouflaged	Mod -2 for Visual Detection.	-1 S
b	Low Signature Metal. Plastic Construction.	Mod -4 for Metal Detection.	-1 S
c	Quiet. Silenced.	Converts Loud to Quiet.	-1 E
d	Folding Stock. Collapsing Stock. Close Quarters.	Mod +2 for EOU in Close Quarters.	-2 R
e	Stable Platform. Gyroscopic. Shoulder Stock for Pistols.	Mod +2 to Hit.	-1 E
f	Flash Suppressor Visual.	Mod -4 Visual Detection in Darkness.	-1 B
g	Hot Environment Adapted. Insulated.	Mod +3 Reliability in Hot Environment.	-3 E
h	Corrosive Environment Adapted. Anti-Corrosion Coating.	Mod +3 Reliability in Corrosive Environment.	-3 E
i	Cold Environment Adapted. Insulated.	Mod +3 Reliability in Cold Environment.	-3 E
j	Amplification or Magnification Sights.	Increase Maximum Range +1.	-2 E
k			
l			
m			
n			
o	Locked to Key.	Usable only if in possession of Key..	-2 R
p	Locked To User.	Usable only by Current Identified User.	-2 R
q			
r-	Sight Input is []	V- Vision H-Sound	
s-	Sight Display Output is []	S-Smell T-Touch	
t-		A-Awareness P-Perception	
w			
x	Sensor Acquisition and Tracking of Target.	Specify Sensor. Used with Type: Guns only.	
y			
z			

For example, t(NFX) x(RGB) n is a sight mechanism that sees in IR and outputs on a screen or display in visual light. It includes a magnification element.

Selection of an Option requires applying the QREBS Mod shown as well.

